£1.15 • No. 56 • 21st JULY 1995 • UK's OFFICIAL SEGA COMIC • EVERY FORTNIGHT • INSIDE -

SPARKSTER™!
KID CHAMELEON!

Sonic the comic

THAT STINKING FEELING!

SONIC'S BRUSH WITH BAD BREATH!

DOUBLE-FISTED KNUCKLES!

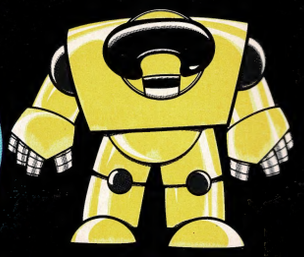
- CHAOTIX CAPERS!
- PUNCHY PIN-UP!

GRAPHIC ZONE

YOUR HOLIDAY ART!

5 6
9 770969 304020

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

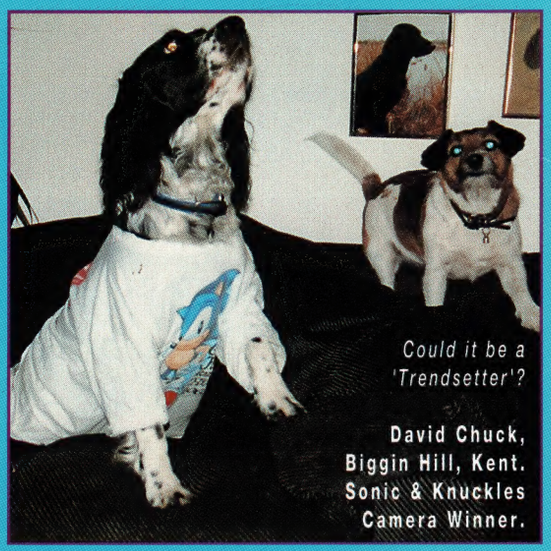
Hey, Boomers!

If I had any I'd be raring to get my teeth into this snappy issue! You'll have noticed from the front cover that there's something whiffy afoot (and I'm not talking Sonic's power-sneakers!). All will be revealed in the concluding part of the Sonic story, **The Great Escape**. You decide which sounds the scariest as **Kid Chameleon** prepares for ghostly goings on while **Sparkster** hears the sound of wedding bells! There's a **Knuckles** overload with more **Total Chaotix** action, together with a red dreaded double-page Pin-Up!

STC is given the complete M.O.T. (Megadroid Overhaul Treatment) from Issue 58 (I also get an overhaul making me even more attractive). All this for an extra 5p, but Boomers rest assured that the new look will be even funkier than Knuckles dreads. More to reveal next issue!

Megadroid

SONIC THE HEDGE-DOG!



Could it be a 'Trendsetter'?

David Chuck, Biggin Hill, Kent. Sonic & Knuckles Camera Winner.

Barking mad!

Nicholas (& Katie) Jones, Illinois, U.S.A. Sonic & Knuckles Camera Winner.

STC has been *hounded* with photos proving that a Boomers best friend isn't just a hedgehog! Keep sending in those unusual Sonic related pics and you could be the one taking a **Sonic & Knuckles Fuji Disposable Camera** for a walk!

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	BRIAN LARA CRICKET
2	▼	WINTER OLYMPICS
3	RE	WORLD CUP USA '94
4	▼	FIFA SOCCER '95
5	▼	BALLZ
6	▼	TOEJAM AND EARL 2
7	—	PGA EUROPEAN TOUR GOLF
8	▼	DOWN ROAD RASH 3
9	RE	RUGBY WORLD CUP '95
10	▼	ETERNAL CHAMPIONS

MEGA-CD

1	▲	WORLD CUP USA '94
2	▲	MICKEY MANIA
3	▼	GROUND ZERO TEXAS
4	▲	FIFA INTERNATIONAL SOCCER
5	▲	BRUTAL: PAWS OF FURY
6	▲	REBEL ASSAULT
7	RE	TOMCAT ALLEY
8	new	SEGA CLASSICS
9	—	NOVA STORM
10	▲	DOWN SNATCHER

MASTER SYSTEM

1	—	BRAM STOKER'S DRACULA
2	—	ROAD RASH
3	▲	SENSIBLE SOCCER
4	▼	COOL SPOT
5	▼	SONIC THE HEDGEHOG 2
6	—	WINTER OLYMPICS
7	—	DESERT SPEED TRAP
8	—	STAR WARS
9	new	DRAGON: THE BRUCE LEE STORY
10	▼	ROBOCOP V TERMINATOR

GAME GEAR

1	▲	WINTER OLYMPICS
2	—	JAMES POND 2 - ROBOCOD
3	—	SONIC THE HEDGEHOG 2
4	RE	COSMIC SPACEHEAD
5	▲	PGA TOUR GOLF 2
6	RE	FANTASTIC ADVENTURES OF DIZZY
7	RE	MORTAL KOMBAT 2
8	▲	F15 STRIKE EAGLE 2
9	—	BATMAN RETURNS
10	RE	THE LION KING

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 0171 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

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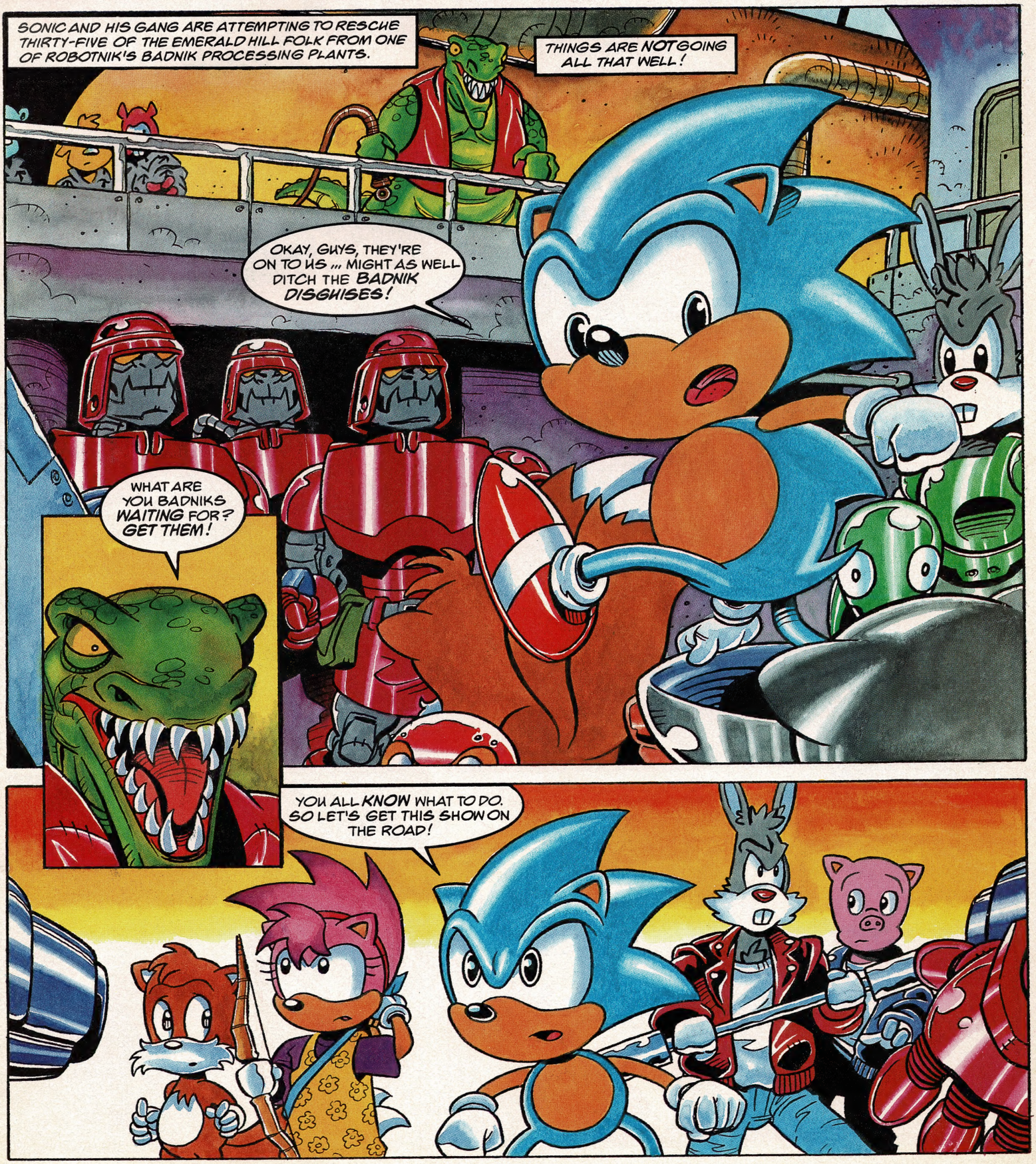
Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 0181 685 2034 (Customer Services). Production: Sarah Colley. Advertising: Tom Glenister, Tel: 0171 344 6410. ISSN 0969 3041.

SONIC THE HEDGEHOG™

The Great Escape! PART 2

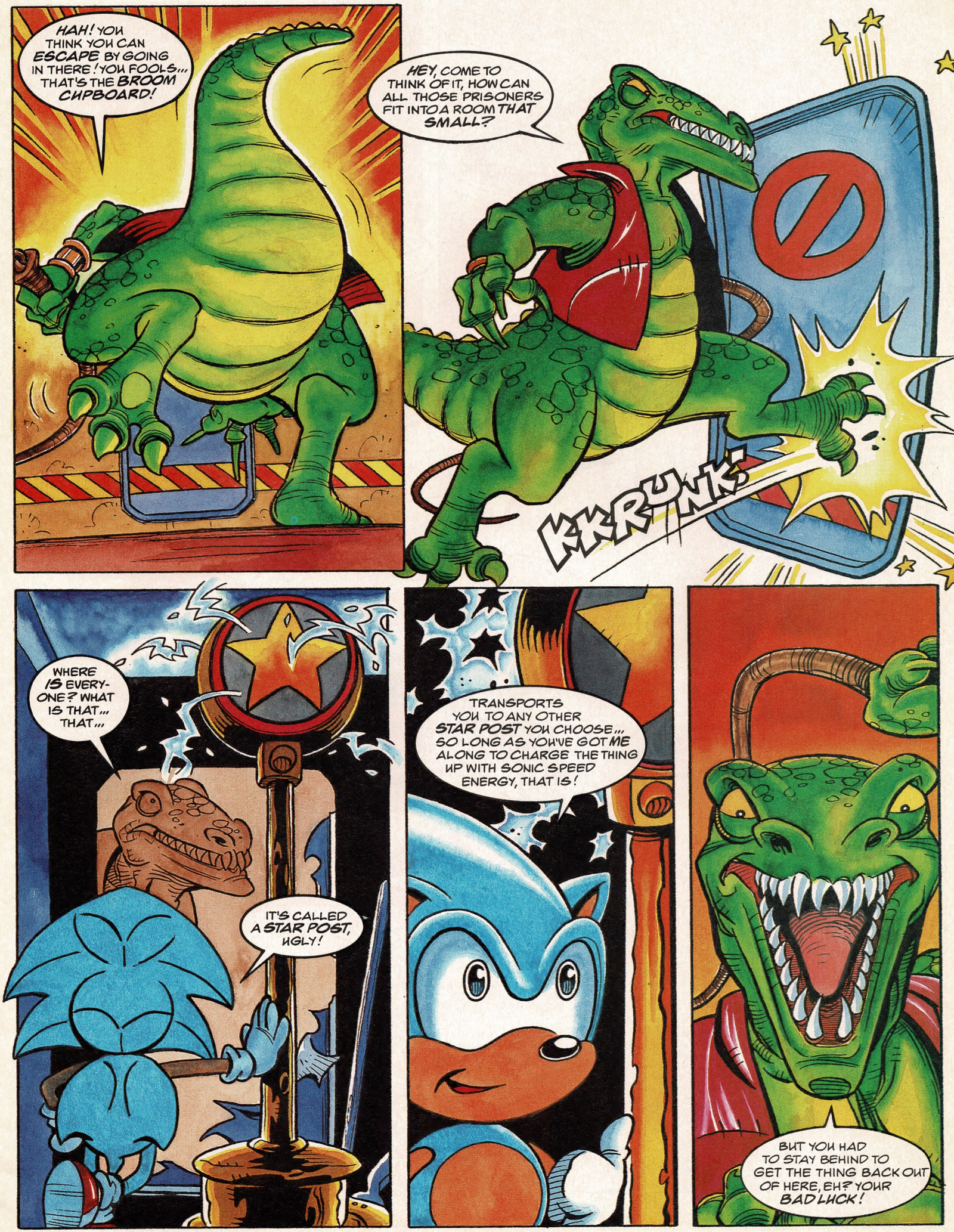
Script: NIGEL KITCHING Art: ROBERTO CORONA/TIMOTHY MARX Lettering: ELLIE DE'VILLE

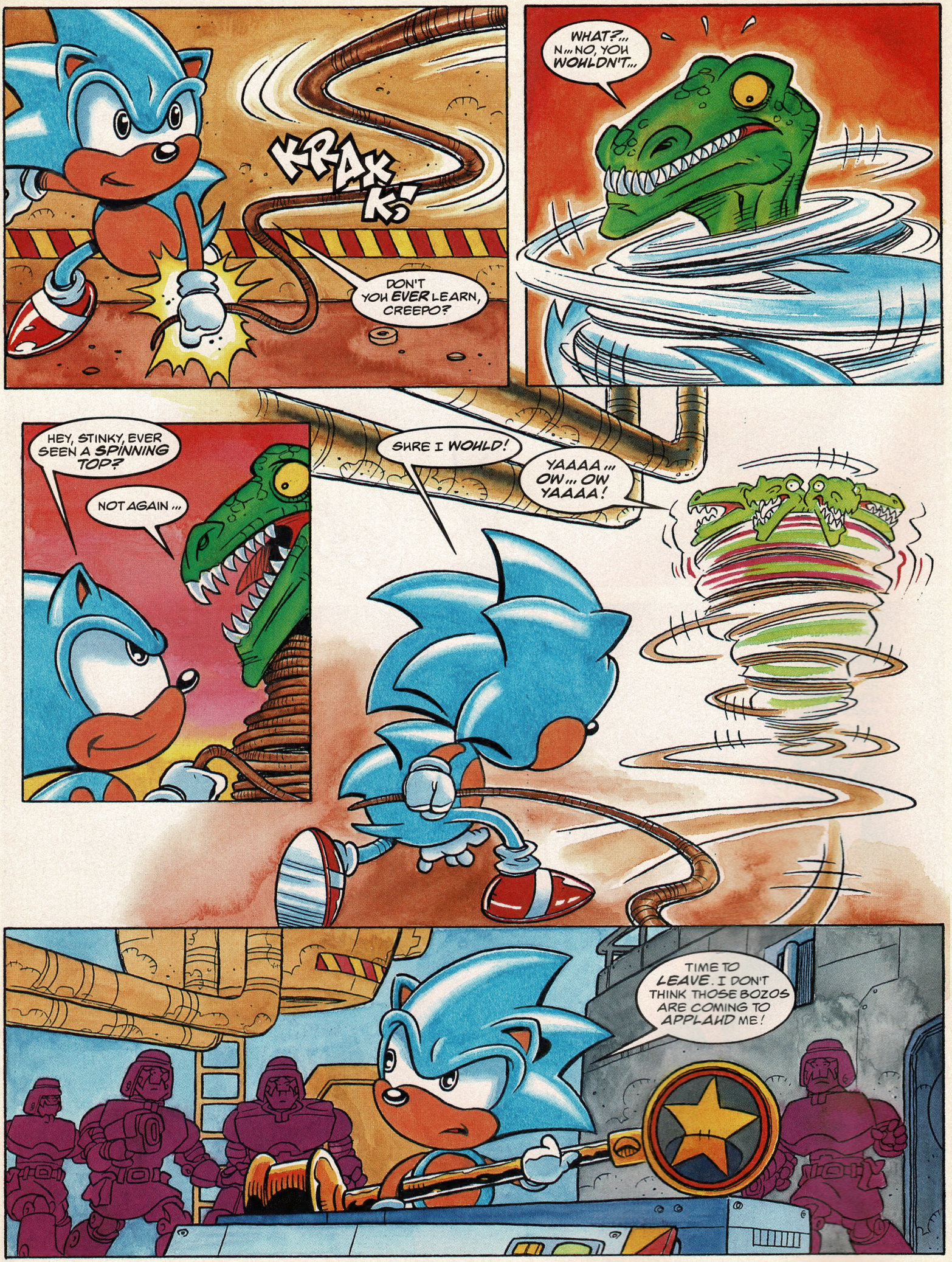

SONIC AND HIS GANG ARE ATTEMPTING TO RESCUE THIRTY-FIVE OF THE EMERALD HILL FOLK FROM ONE OF ROBOTNIK'S BADNIK PROCESSING PLANTS.
THINGS ARE NOT GOING ALL THAT WELL!
OKAY, GUYS, THEY'RE ON TO US ... MIGHT AS WELL DITCH THE BADNIK DISGUISES!
WHAT ARE YOU BADNIKS WAITING FOR? GET THEM!
YOU ALL KNOW WHAT TO DO. SO LET'S GET THIS SHOW ON THE ROAD!

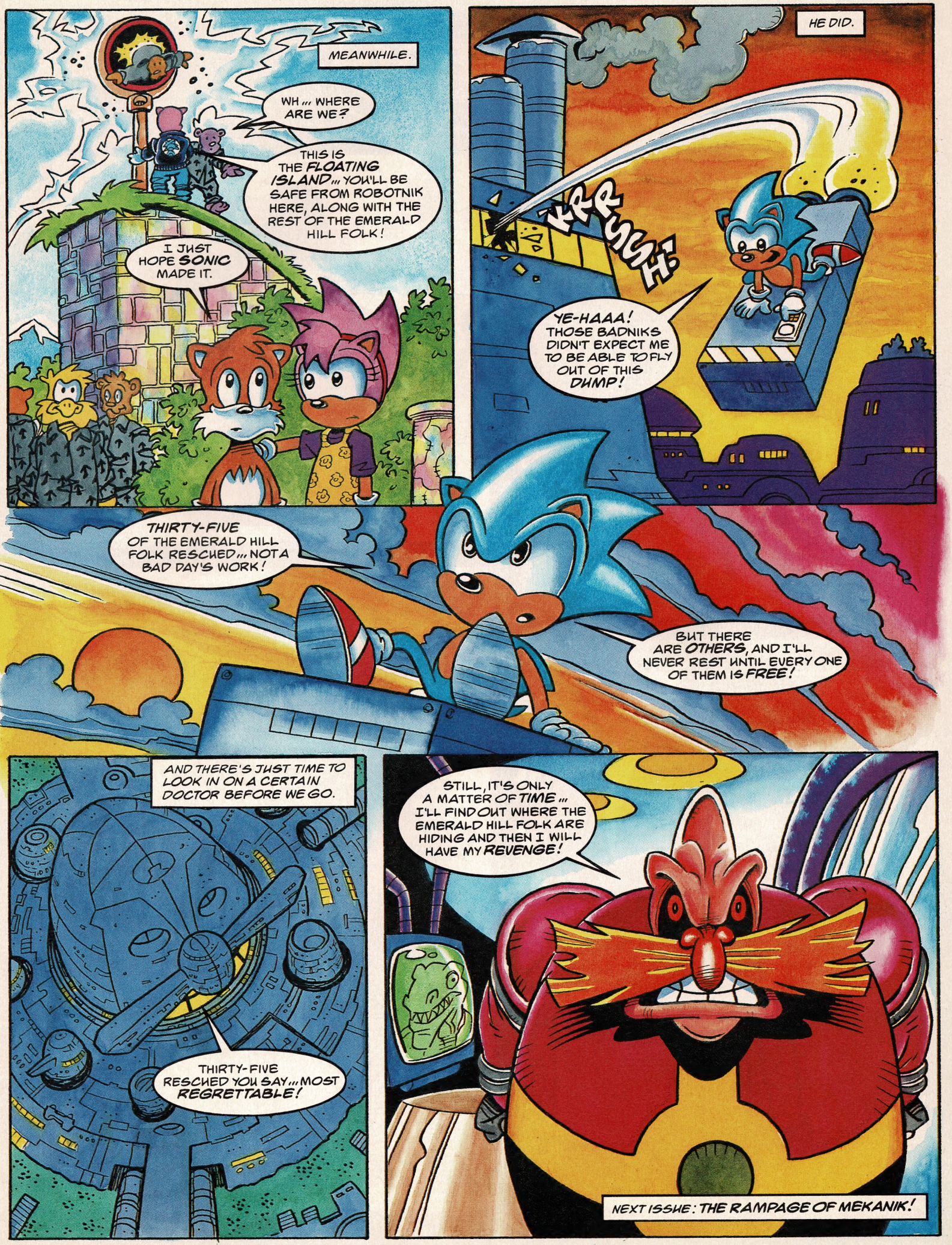
HOW'S IT GOING, JOHNNY?
BOK!
BOK!
NO PROBLEMS HERE, SONIC! BUT I SAW THREE OF THEM HEADING FOR AMY!
DON'T WORRY ABOUT ME, BOYS... I CAN TAKE CARE OF MYSELF! TRICK SHOT!
BDANG
BDDING
GDONK
PORKER, WE'VE CLEARED YOU A PATH! YOU AND TAILS TAKE THE CANISTER AND SET THINGS UP!
YOU GOT IT, SONIC!
WE'LL USE THAT ROOM OVER THERE!
SOUNDS GOOD TO ME, BUDDY!

IT'S SONIC... WE'RE SAVED!
NOBODY MOVE! THIS PLACE IS CRAWLING WITH GUARDS...
SONIC AND HIS GANG WILL NEVER MAKE IT UP HERE!
WANNA BET?
WHAT?
YOU'LL BE SORRY YOU EVER TRIED TO TAKE ME ON, HEDGEHOG!
I ALREADY AM... YOU'VE GOT THE WORST CASE OF BAD BREATH EVER!
KRAK!
YOU GOTTA BE KIDDING... CATCHING A WHIP IS NO PROBLEM FOR A GUY WITH SONIC SPEED!
MMMMPH... NMPHH... GRNPH...
YOU SAID IT, CHUMP!

HAVE ANY OF YOU GUYS BEEN TURNED INTO BADNIKS?
NO... NO, SONIC, YOU WERE JUST IN TIME! HOW WILL WE GET OUT, SONIC? THIS WHOLE BADNIK PLANT HAS BEEN SEALED!
DON'T WORRY, PAL, EVERYTHING'S UNDER CONTROL! FOLLOW ME!
QUICK, IN HERE!
BUT SONIC, HOW...
TRUST ME!
HEY, GUYS, THE LAST OF THE EMERALD HILL FOLK IS TAKEN CARE OF!
TIME TO MOVE OUT!
YOU AGAIN! DON'T YOU EVER GIVE UP?
I DON'T HAVE TIME TO STAY AND CHAT... BYE!


HAH! YOU THINK YOU CAN ESCAPE BY GOING IN THERE! YOU FOOLS... THAT'S THE BROOM CUPBOARD!
HEY, COME TO THINK OF IT, HOW CAN ALL THOSE PRISONERS FIT INTO A ROOM THAT SMALL?
KKRUNK!
WHERE IS EVERY-ONE? WHAT IS THAT... THAT...
IT'S CALLED A STAR POST, UGLY!
TRANSPORTS YOU TO ANY OTHER STAR POST YOU CHOOSE... SO LONG AS YOU'VE GOT ME ALONG TO CHARGE THE THING UP WITH SONIC SPEED ENERGY, THAT IS!
BUT YOU HAD TO STAY BEHIND TO GET THE THING BACK OUT OF HERE, EH? YOUR BAD LUCK!


KRAK'K!
DON'T YOU EVER LEARN, CREEPO?
WHAT?... N... NO, YOU WOULDN'T...
HEY, STINKY, EVER SEEN A SPINNING TOP?
NOT AGAIN...
SURE I WOULD!
YAAAA... OW... OW YAAAA!
TIME TO LEAVE. I DON'T THINK THOSE BOZOS ARE COMING TO APPLAUD ME!

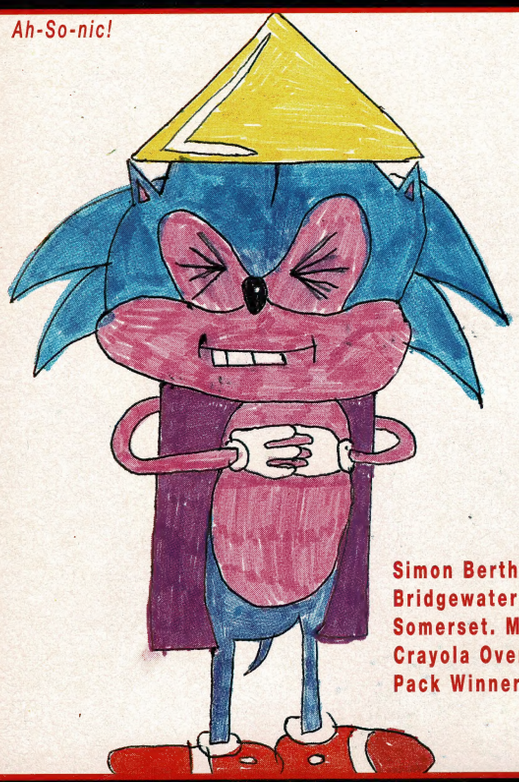

MEANWHILE.
WH... WHERE ARE WE?
THIS IS THE FLOATING ISLAND... YOU'LL BE SAFE FROM ROBOTNIK HERE, ALONG WITH THE REST OF THE EMERALD HILL FOLK!
I JUST HOPE SONIC MADE IT.
HE DID.
KRRUUH!
YE-HAAA! THOSE BADNIKS DIDN'T EXPECT ME TO BE ABLE TO FLY OUT OF THIS DUMP!
THIRTY-FIVE OF THE EMERALD HILL FOLK RESCUED... NOT A BAD DAY'S WORK!
BUT THERE ARE OTHERS, AND I'LL NEVER REST UNTIL EVERY ONE OF THEM IS FREE!
AND THERE'S JUST TIME TO LOOK IN ON A CERTAIN DOCTOR BEFORE WE GO.
THIRTY-FIVE RESCUED YOU SAY... MOST REGRETTABLE!
STILL, IT'S ONLY A MATTER OF TIME... I'LL FIND OUT WHERE THE EMERALD HILL FOLK ARE HIDING AND THEN I WILL HAVE MY REVENGE!
NEXT ISSUE: THE RAMPAGE OF MEKANIK!

Graphic Zone

If this multi-cultural selection of drawings doesn't help get you in the holiday mood, nothing will!

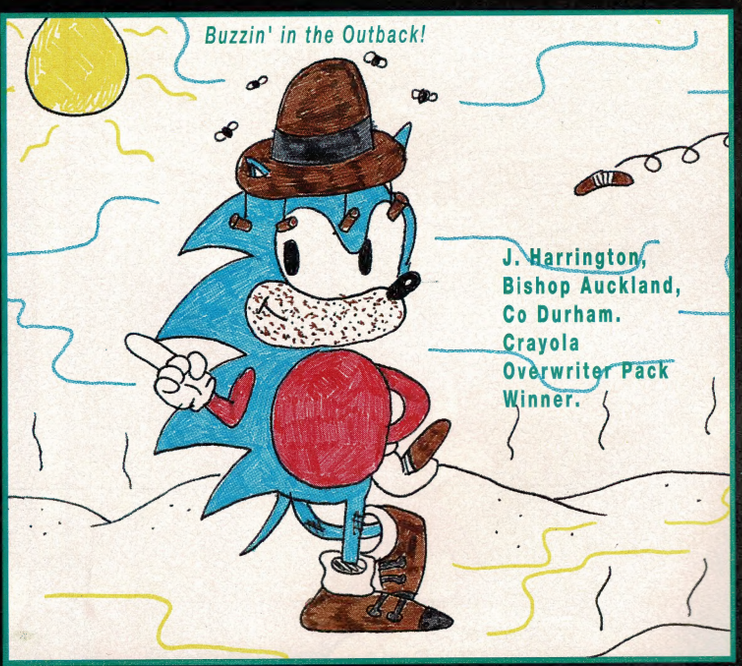
Each artist-hume will receive a pack of **Crayola Overwriter Pens.**

Ah-So-nic!



Simon Berthiaume, Bridgewater, Somerset. MD owner. Crayola Overwriter Pack Winner.

Buzzin' in the Outback!



J. Harrington, Bishop Auckland, Co Durham. Crayola Overwriter Pack Winner.

Fly like an Egyptian!

Daniel Baldwin, Southport, Merseyside. Crayola Overwriter Pack Winner.

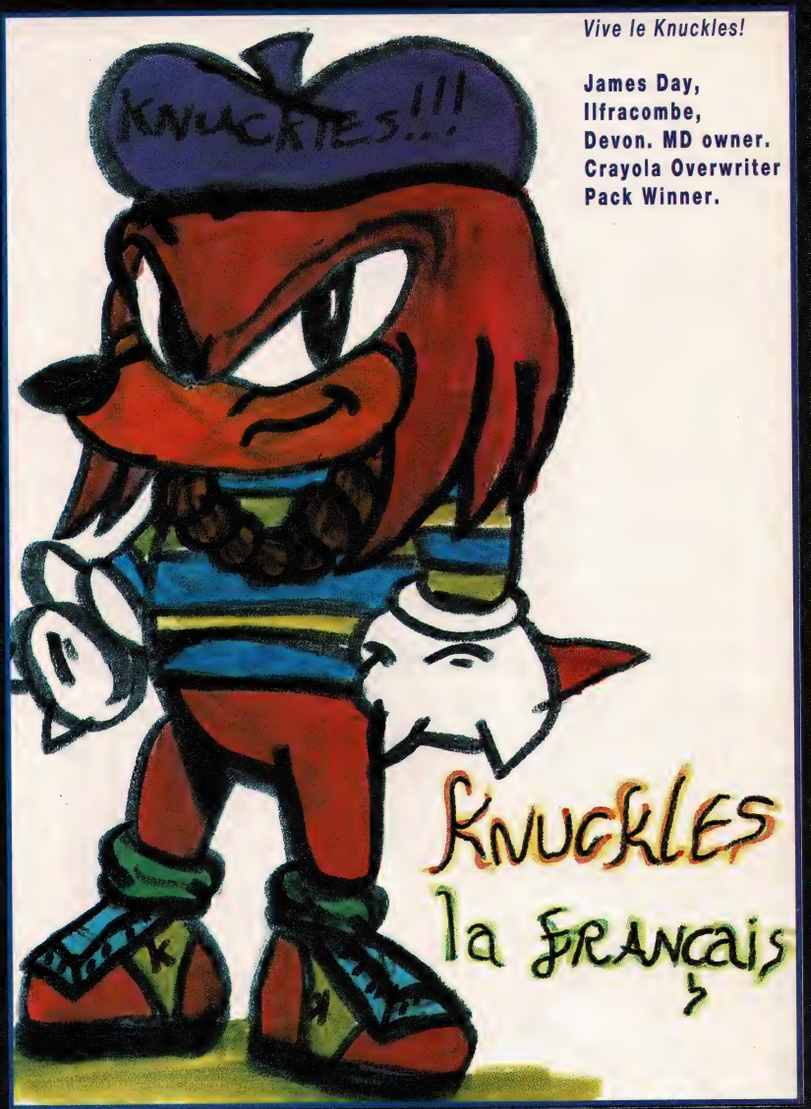
The Italian Hedgehog!

Peter Passarelli, Arnold, Nottingham. MS owner. Crayola Overwriter Pack Winner.

Crazy Horse!

**Daniel Pastore,
Macclesfield,
Cheshire.
MD owner.
Crayola Overwriter
Pack Winner.**

Vive le Knuckles!



**James Day,
Ilfracombe,
Devon. MD owner.
Crayola Overwriter
Pack Winner.**

A Pharoah Size!

**Daniel Baldwin,
Southport,
Merseyside.
Crayola Overwriter
Pack Winner.**

Here's a few tips to help you get your handy-work selected in *Graphic Zone*:-

- Use paint or felt tip pens on plain white paper if possible (try to avoid lined paper and pencils, as they don't show up as well when printed).
- Be original - come up with your own ideas.
- Put your name and address, preferably written in capital letters, on the back of the page.

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer this issue: *Jenny Fromer.*

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

THE ADVENTURES OF BATMAN AND ROBIN

MD
Mega Drive

game type: PLATFORM
1-2 PLAYERS

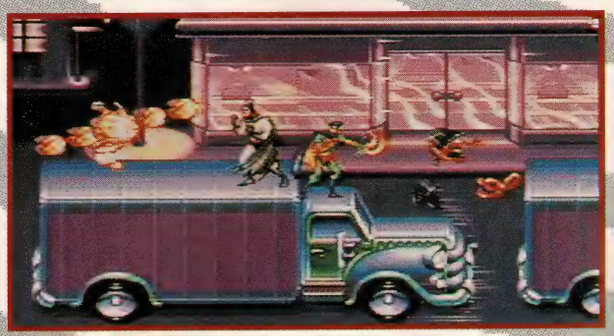
Just another quiet night in Gotham City ... but what's this I hear? The Joker, Penguin and Two-Face have escaped from the local sanatorium. This looks like a job for the Dynamic Duo!

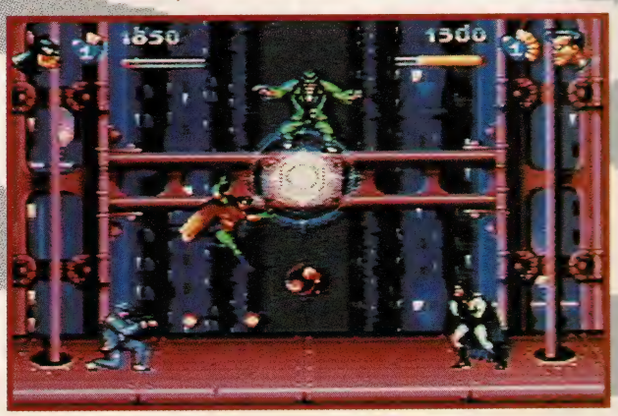
Fans of the TV cartoon series on which it's based will be pleased to know that Sega's **The Adventures of Batman and Robin** upholds the high standard of fast-paced action and slick production values. Everything about the game should look familiar as the heroes, villains and settings have all been faithfully recreated.

As for the gameplay, this is your basic left-to-right beat 'em up, improved by having Batman in the leading role. **Batman and Robin** is best played in the two-player mode using Boy Wonder to assist Batman in his quest. Either way, this is a hugely enjoyable romp through the dark corners of Gotham City. The action is continuous, with villains trying to thwart you at every turn, and old favourites such as The Joker turning up as tough end-of-level bosses.

Our heroes come equipped with a number of weapons and have access to regular power-ups that can be used from a distance. At close range, the pair can usually survive using their array of punches, kicks and head-butts. The bosses are seriously challenging and can only be successfully destroyed by planning an attack; it can be frustrating bashing your way to the end of a level only to run out of continues. However, no password in this case makes the game a better challenge!

Last but not least, special mention should be made of the impressive 3-D levels, particularly the Batwing stage which takes the form of an overhead arcade shoot 'em-up giving a bird's eye view of Gotham City. In short, **The Adventures of Batman and Robin** is fast, challenging and well worth a play.





FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS 82
SOUND 78
PLAYABILITY 84

RAVES
A fast and furious challenge.

GRAVES
Lacks originality.

OVERALL 82%

HI, IT'S CASEY. I'M BACK IN THE VIRTUAL REALITY OF WILDSIDE, SEARCHING FOR A SCHOOLMATE WHO GOT LOST IN THE GAME.
OK, SO HE'S NOT EXACTLY A MATE. AT SCHOOL HE'S KNOWN AS BIG BULLY BRAD. BUT IN WILDSIDE, I GOT A NEW NAME TOO. HERE, I'M KID CHAMELEON!
KID CHAMELEON
BACK TO UNREALITY! PART 3
NOW I'VE TRANSFORMED INTO THIS JUGGERNAUT GUY I GOTTA BREAK OUT OF THE GRAVEYARD LEVEL AND GET FURTHER INTO THE GAME.
JUST ONE PROBLEM. HOW TO GET PAST THESE SUPERNATURAL CREEPS?
RRAAGGHH!
THOOM!
PREPARE TO FACCE YOUR DESSTINY, DEVIL SSPAWN!
Script: MICHAEL COOK
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME

WHOEVER DARESS CROSS THE PATH OF JUGGERNAUT WILL FACE HIS WRATH!
KKRUNCH!
HMMM, THE TELEPAD TO THE NEXT ZONE'S BEYOND THOSE GATES.
AND THOUGH I'D NEVER ADMIT IT AS BONE-HEAD, I THINK THE CREEPS AT THE GATE COULD TAKE ME.
YOUR GREATER NUMBERSS WILL NOT SSAVE YOU!

BUT I'M JUGGERNAUT.
THOOM!
WHO NEEDS GATES?
VWORP!
VWORP!
JUGGERNAUT WILL NOT BE SSTOPPED!
MIND'S RACING. I'VE COMPLETED TWO ZONES, BUT I'M STILL NO NEARER FINDING BRAD.
ALL I'VE GOT IS A SCRAWLED MESSAGE ON A SUBWAY WALL AND A MYSTERY VOICE THAT KEEPS SPEAKING TO ME...
CHAMELEON, YOU SHOULD KEEP FOCUSED ON WHAT LIES AHEAD OF YOU.
THE VOICE SSPEAKS AGAIN...?

KEEP FOCUSED? I'M TRYING! WHAT DID THE MESSAGE SAY? "BEWARE THE DANGER OF ISLECATRAZ." BUT WHAT'S THAT?
VOICE! EXPLAIN ISLECATRAZ!
VOICE?
OOPS!
STUPID, STUPID, STUPID! DIDN'T "KEEP FOCUSSED ON THE ROAD AHEAD." NOW I JUST GOTTA...
UGGHH!
PLLSSCCCH!

STILL GROGGY. DON'T KNOW HOW LONG I'VE BEEN AT SEA. I THINK I PASSED OUT BACK THEN. . .
HEY, I THINK THERE'S PEOPLE ON THE BEACH.
IN MY CONDITION, I JUST HOPE THEY'RE FRIENDLY.
SIR, LOOK!
HEY. . .
CHAIN HIM WITH THE OTHERS.
HEY. . . THAT'S. . .
I DON'T BELIEVE IT. I COME ALL THIS WAY TO SAVE A GUY AND. . .
. . .BRAD!
NEXT ISSUE: DESTINATION ISLECATRAZ.

Sonic the comic

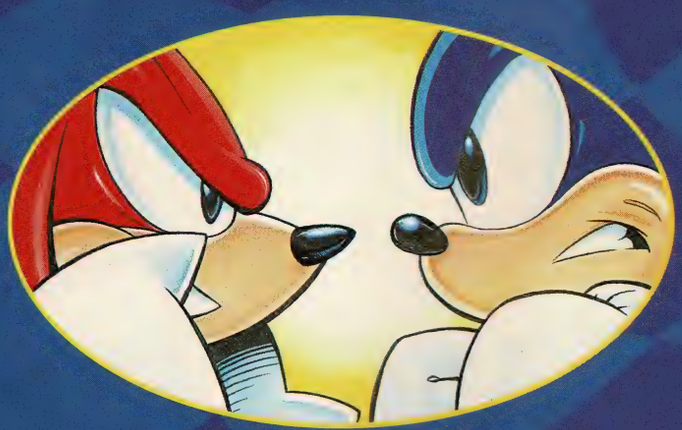
KNUCKLES™

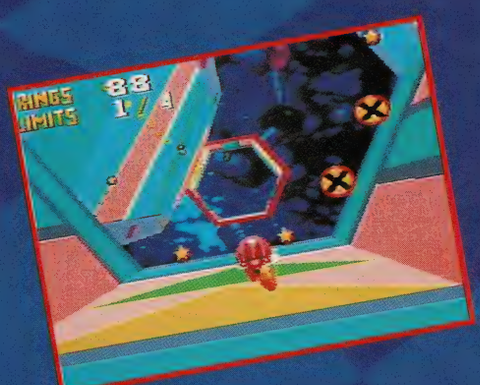
THE ECHIDNA!

The Sonic Holiday Special is packed with classic adventures, fast-moving features and turbo-charged pin-ups!

ON SALE NOW
ONLY £1.99!

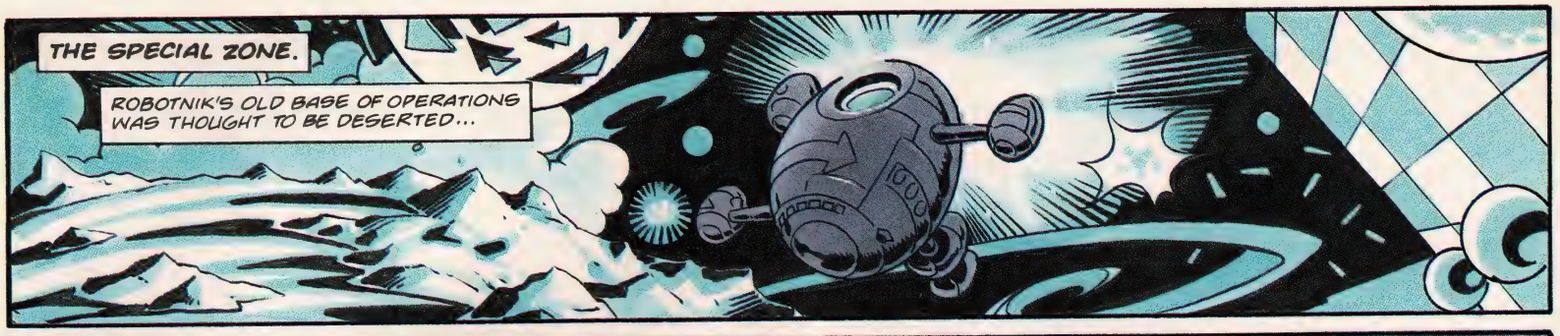
SONIC AND KNUCKLES GO HEAD TO HEAD!

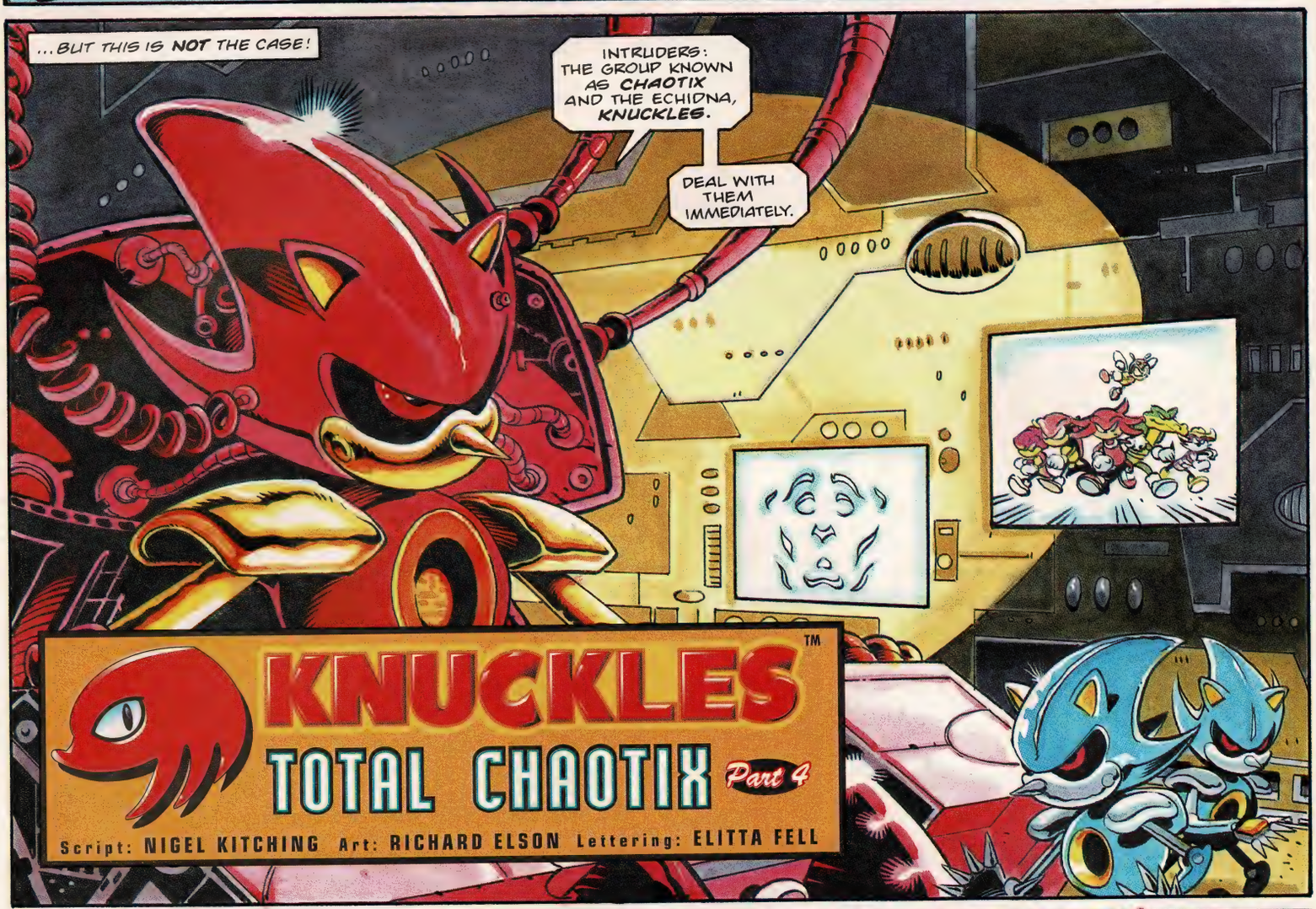




PLUS - WE TAKE A SPECIAL LOOK AT THE NEW GAME CHAOTIX!

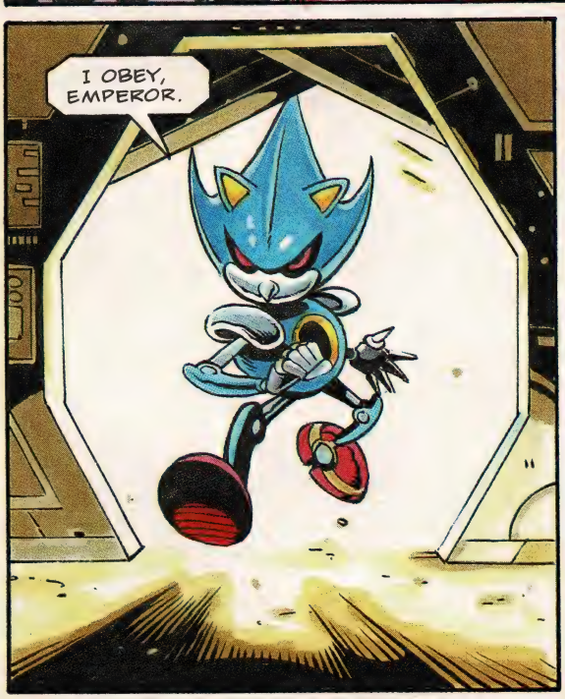
EVEN WHEN HE'S ON HOLIDAY... THE ACTION NEVER STOPS FOR SONIC THE HEDGEHOG!

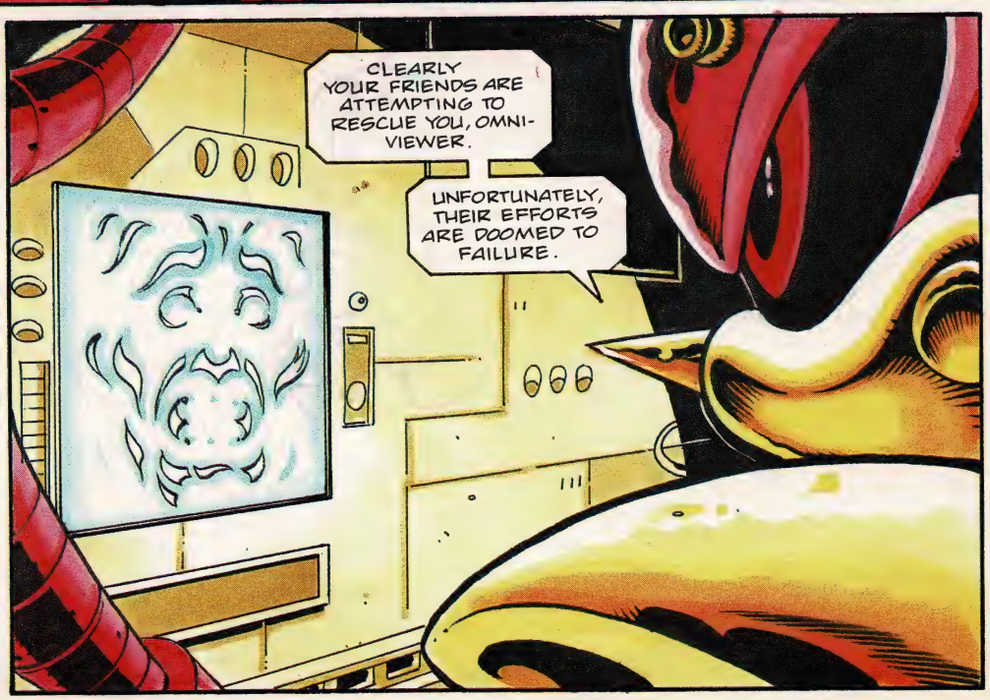




KNUCKLES™ TOTAL CHAOTIX Part 4

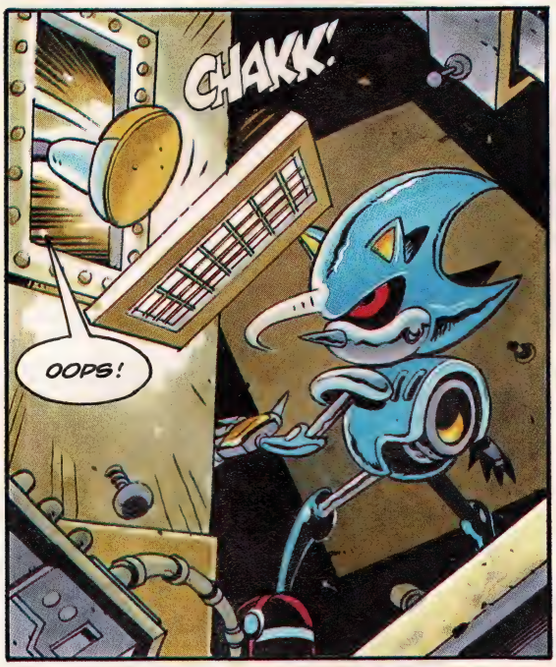
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL



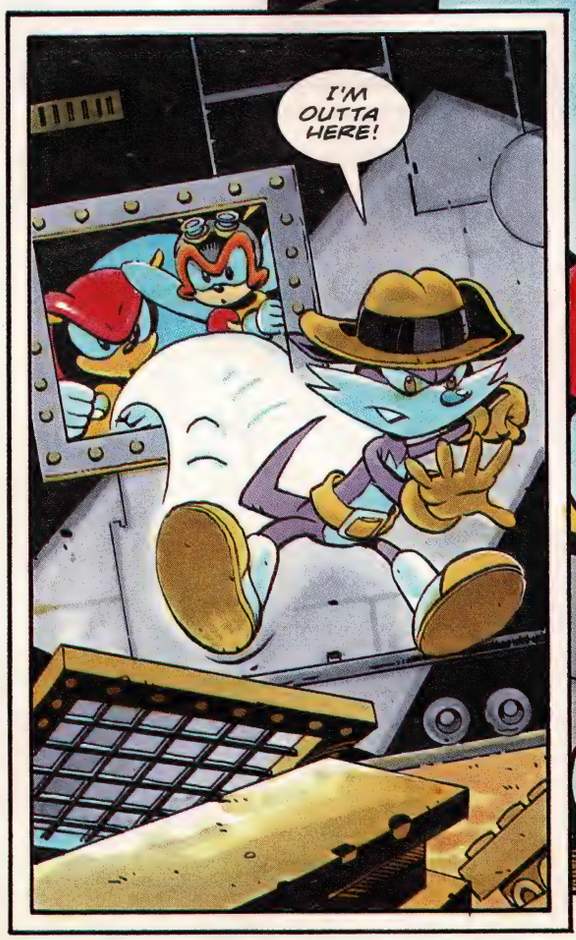


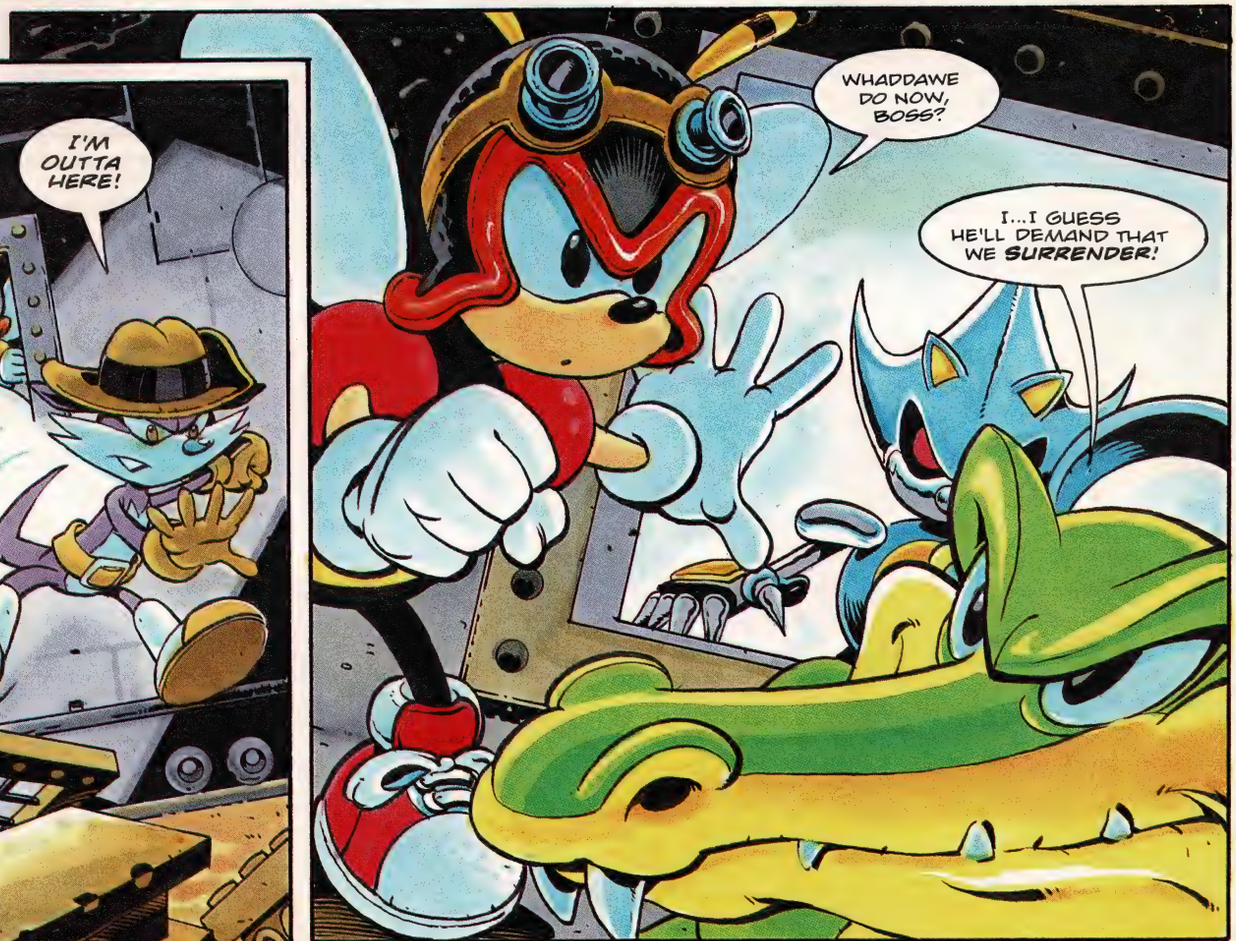
IN A CORRIDOR ELSEWHERE ON THE FORTRESS...
THE ALARM'S STOPPED. BUT IF THE METALLIXES ARE HERE, THEY ARE SURE TO HAVE HEARD IT.
YEAH, THANKS TO MIGHTY 'THE BRAIN' HERE!
WHAT'S THAT CRACK MEANT TO MEAN?
IT MEANS IT WAS YOU WHO SET THE ALARM OFF IN THE FIRST PLACE!
YOU CREEP, ESPIO! I OUGHT TO...
JUST TRY IT, BIG MOUTH!
GIVE IT A REST, BOTH OF YOU!
HEY, CHARMEE'S BACK! SEE ANYTHING, SQUIRT?
DID I EVER! THE METALLIXES ARE HERE ALL RIGHT! AND ONE OF THEM IS HEADING THIS WAY!
QUICK, EVERYONE, IN HERE!
THE VENTILATION SYSTEM? WHAT A CLICHÉ!

I SEE HIM...
NACK... WATCH YOUR FOOT!
WHAT?


CHAKK!
OOPS!

ACTIVATING INFRA-RED VISION.


I'M OUTTA HERE!


WHADDAWE DO NOW, BOSS?
I...I GUESS HE'LL DEMAND THAT WE SURRENDER!

WRONG!
SHAZRUUM!
RESISTANCE WILL ONLY CAUSE FURTHER PAIN!
NNNKK!
HEY, THIS REMINDS ME OF A PARTY I ONCE WENT TO!
NOT NOW, CHARMEE!
SKRAKK!

SHOOM!
HAH... MISSED US BY A MILE!
I DON'T THINK HE WAS TRYING TO HIT US, MIGHTY...
KRUUUMBLE!
LOOK OUT!
FOUR SUBJECTS DISABLED. RECORDS INDICATE FIVE AUTHORISED TARGETS.
WELL, HOW ABOUT THAT? THE METAL CREEP CAN'T EVEN COUNT... THERE WERE SIX OF US!
KNUCKLES: FORMER ALLY OF DOCTOR ROBOTNIK. MOST RECENT INFORMATION LINKS HIM WITH THE DESTRUCTION OF THE DEATH EGG.*
*SEE STC #53 - Megadroid.
THAT'S ME, TIN-HEAD!
AND I WANT YOU TO REMEMBER THAT NAME... BECAUSE IT'S THE LAST THING YOU'RE EVER GOING TO HEAR!
NEXT ISSUE: KNUCKLES VERSUS METALLIX!

Q Zone

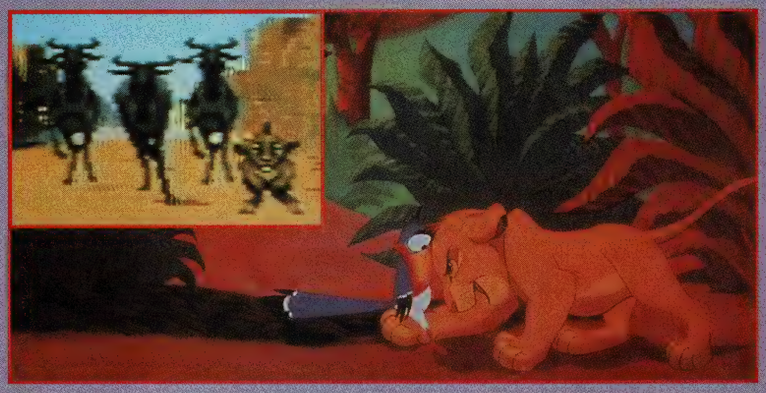
Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q&A SPECIAL

Once again, David Gibbon, delves into the *Q Zone* mailbag in an attempt to put an end to Boomers brain-aching queries!

LION KING

MD Mega Drive



Q. When I read the Q Zone in *STC* 48, I was very excited to see a cheat for one of my favourite Mega Drive games, *The Lion King*. However, I was bitterly disappointed when I couldn't get the cheat to work! Have you made a boo-boo or am I doing something wrong?
Michael Bicewill, Co. Lewis, Ireland, Jonathan Hurrell, Benfleet, Essex, Sebastian Hall, Warks, Nr Nuneaton, Charlie Owen (no address supplied), and loads more of you!

A. Whoops! Unfortunately, I should have said '*Sound Effects*' and *not* 'Sound Test'. Sorry to all feline-type-Boomers everywhere (phew!). In an attempt to make up for it here is the correct cheat:-

LEVEL SELECT

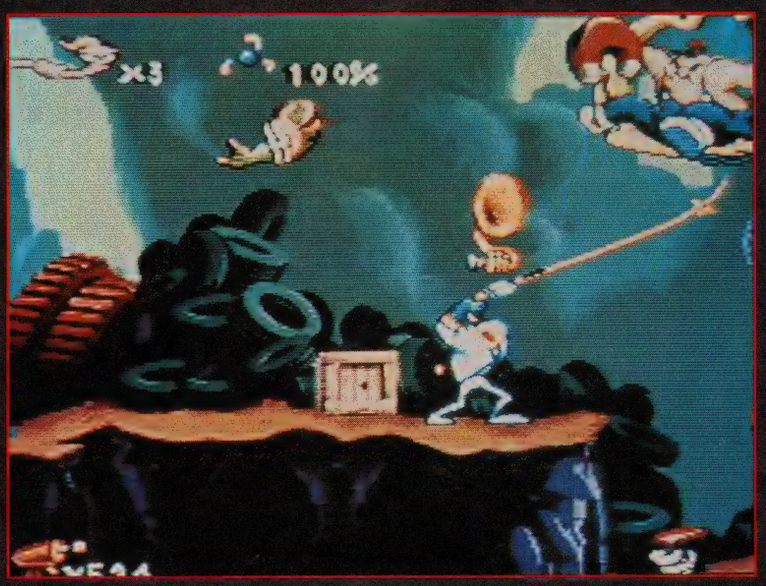
From the menu screen, select Options. Go to the Sound Effects (not Sound Test!) option and press Right, A, A, then B on your joypad. Next, press Start and both options should now appear. If it doesn't work this time, then my name's Simba - which it isn't, so there!

EARTHWORM JIM

MD Mega Drive

Q. When I tried the *Earthworm Jim* cheat in *STC* 48 nothing happened! I paused the game and pressed A, Left, B, B, A, A, Right, B, B and A, but to no avail! Please put me out of my misery and tell me what's wrong!
Mike Saxon, Stockport, Cheshire, Charlie Emery, Bow, London and Adam Macloud, Macclesfield, Cheshire.

A. We've received a lot of letters on this, but the fact is the cheat was actually correct (who said that's unusual?). However, a lot of you Boomers out there have been entering the cheat in the wrong way and this is the reason it did not work. Especially for you lot, here's the correct way to enter this brill and much-requested cheat:-



CHEAT SCREEN

Start the game as normal, then press Start to pause. On your joypad, press A and Left together. Now, press B, B and A. Then press A and Right together, finally press B, B and A. Hopefully you should see the screen clear, a picture of the programmers appear and you hear the words 'cheater'.
You'll also notice that as well as a Level Select, the cheat screen also allows you to become invulnerable and to see a map of the level before you start playing.

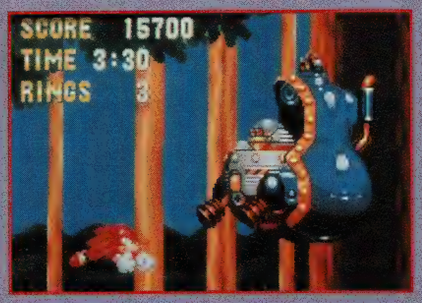
SONIC & KNUCKLES

MD Mega Drive

Q. In *STC* 50 you mentioned that you would like to hear from anyone who has managed to get all the way through *Sonic & Knuckles* to reach the Doomsday Zone. Well, I've gone and done just that!
Lucien Young, Morpeth, Northumberland, Steven Harris, Bletchingley, Surrey, Andrew Coyne, Epsom Downs, Surrey, Michael Beresford, Littleover, Derby, and many more!

Here's exactly how they managed it:-

A. Start by plugging **Sonic 3** into **Sonic & Knuckles**. Next, play right through **Sonic 3** and **S & K**. Collect as many emeralds as you can; you need a minimum of seven emeralds to reach the Doomsday Zone. However, all 14 emeralds are needed to become Hyper Sonic. Right, following the Death Egg Zone, you'll enter the Doomsday level where you'll automatically change into either Super or Hyper Sonic; the Doomsday Zone involves trying to dodge meteors and asteroids, as well as the odd missile! You'll have to constantly collect extra rings as Sonic's will deplete at the rate of one per second. If you don't, Sonic will fall to his doom! Once you reach Robotnik's ship, you must dodge the fire and make the Sonic-seeking



missiles crash into Robotnik's ship and not you! Eight hits should do it. Next, you must chase Robotnik through another asteroid belt and repeatedly crash into Robotnik. After eight hits, sit back and enjoy the end-of-game sequence!

The Q Zone mailbag overflowed following the request to find players who reached the Doomsday Zone! Congratulations to all Sonic-type-geniuses out there, but the first one to reach the *STC* office was Lucien, so a special well done to you.

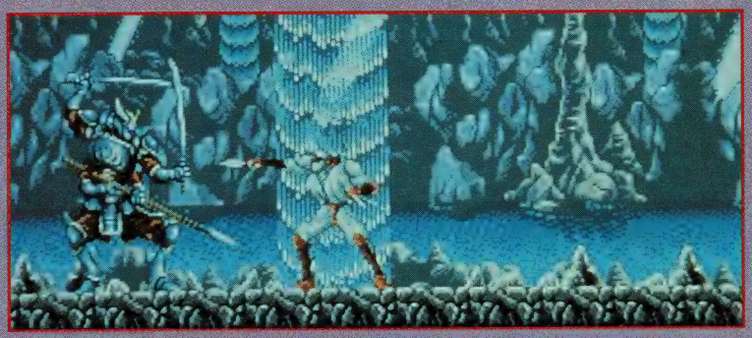
For anyone who has a Game Genie but has been unable to reach the Doomsday Zone, try these codes:-

Before playing **Sonic & Knuckles**, enter the following:-

CODE	EFFECT
K2WACA4J	INFINITE LIVES
AWXTCA4C	NEVER LOSE RINGS
RGSAA6YY	ONE BLUE SPHERE NEEDED FOR EMERALD

SHINOBI

MS Master System



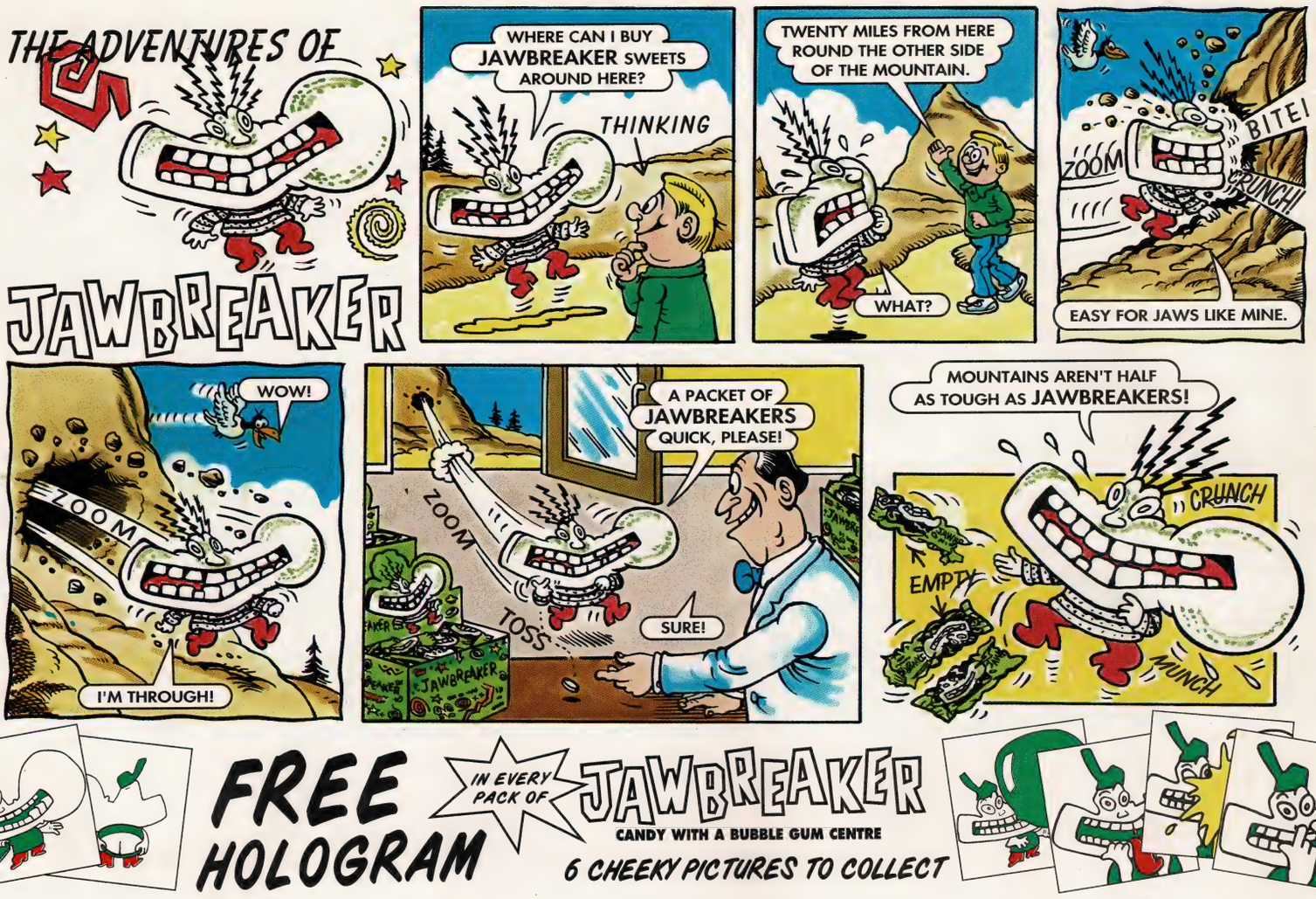
Q. I am having trouble completing Shinobi on the Master System. Please print a level select and invulnerability cheat.
Philip Haynes, Farnborough, Hants.

A. Unfortunately, Philip, I don't have an invulnerability cheat, but I can certainly give you a level select. Well, you can't have everything!

LEVEL SELECT

Press the joypad diagonal Down and Left, together with button two. You should now be able to select the starting stage.

The END



"Well, I think Arsenal will either win or lose the Championship this year."

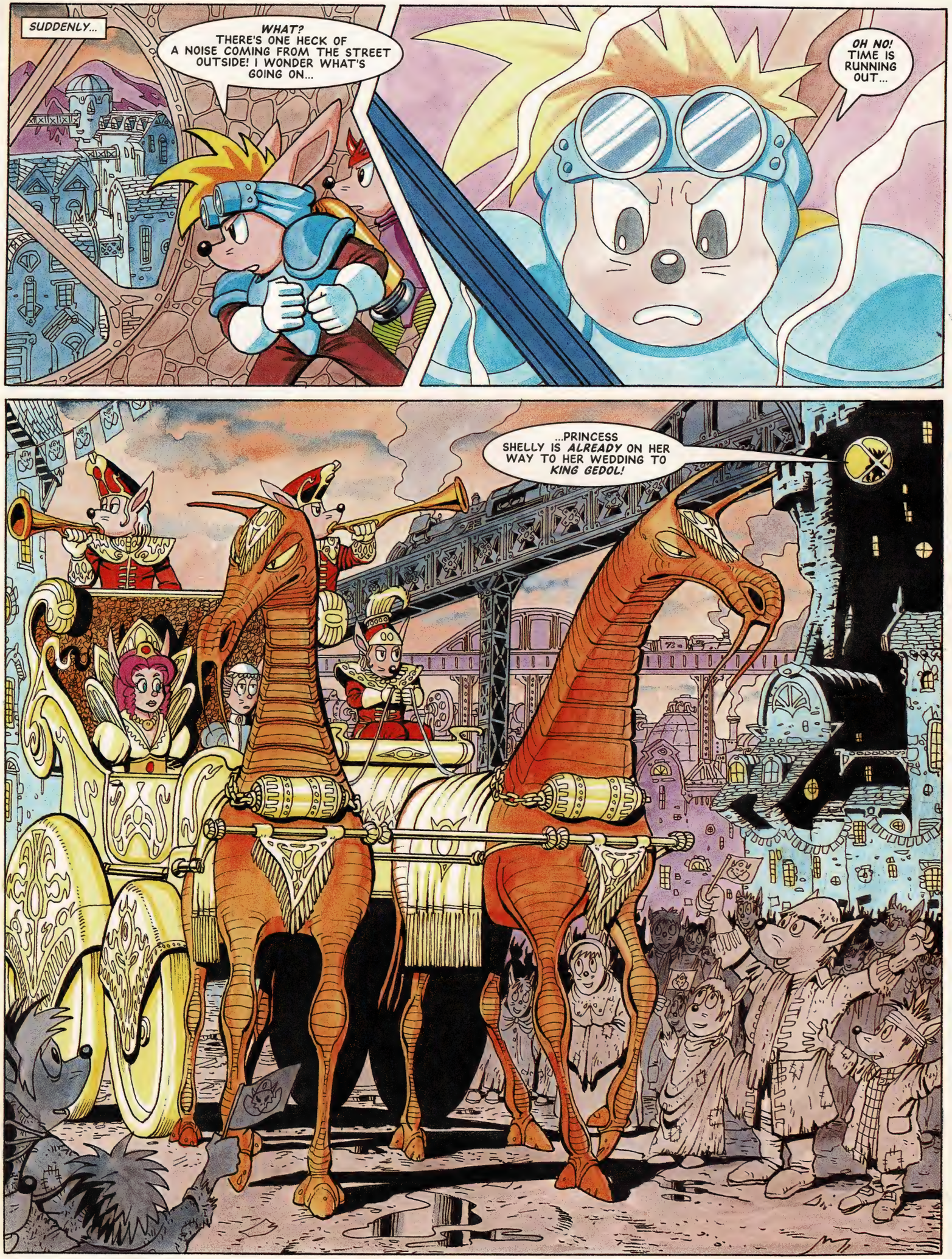
(Graham Taylor)

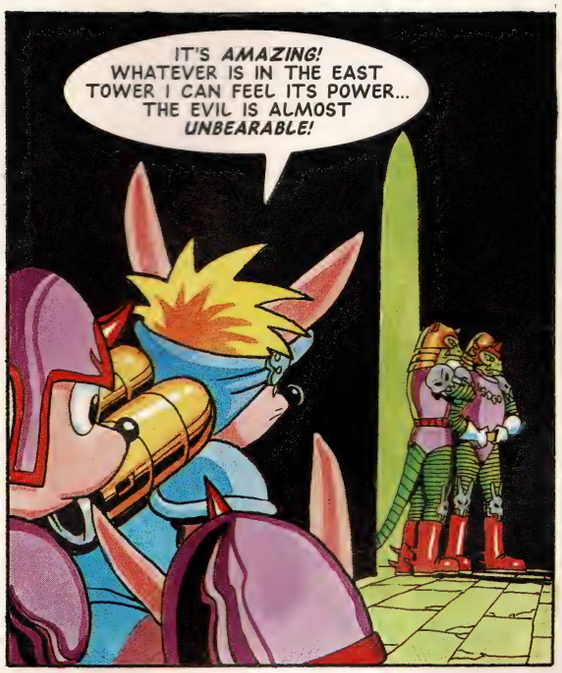
Arsenal for around £4·00. Just one of 463 teams to choose from.

Subbuteo
Accessories

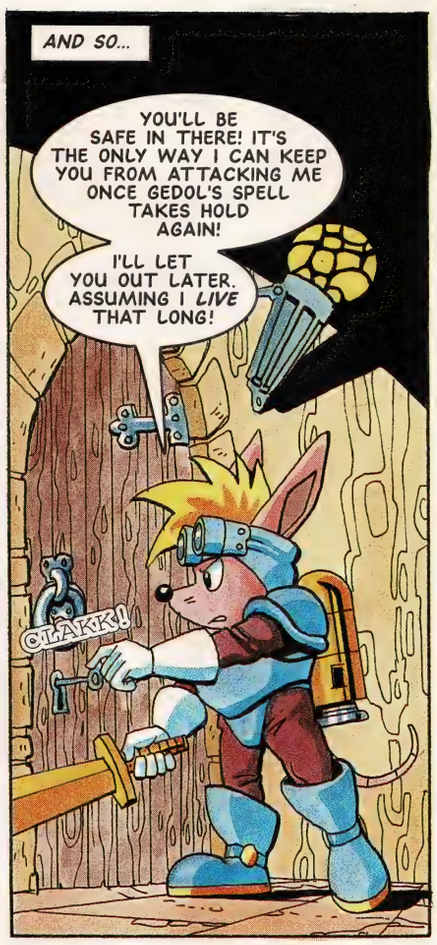
"Puts the game in a different league, Brian."

KING GEDOL HAS THE WORLD OF ELHORN UNDER A POWERFUL SPELL, TURNING THE ENTIRE POPULATION INTO HIS EVIL SUPPORTERS. ONLY SPARKSTER'S ROCKET KNIGHT ARMOUR KEEPS HIM IMMUNE.
KONAMI
SPARKSTER™
LAST OF THE ROCKET KNIGHTS!
Part 4
Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER
STAY CLOSE, GEDOL'S ENCHANTMENT WILL RETURN IF YOU MOVE TOO FAR AWAY!
WE'RE NEARLY THERE! GEDOL KEEPS THE MYSTERIOUS SOURCE OF HIS MAGICAL POWERS IN THE EAST TOWER.
HOW MANY GUARDS?
TWO...
GREAT! TWO SHOULD BE NO PROBLEM AT ALL!
ON THE OTHER HAND...

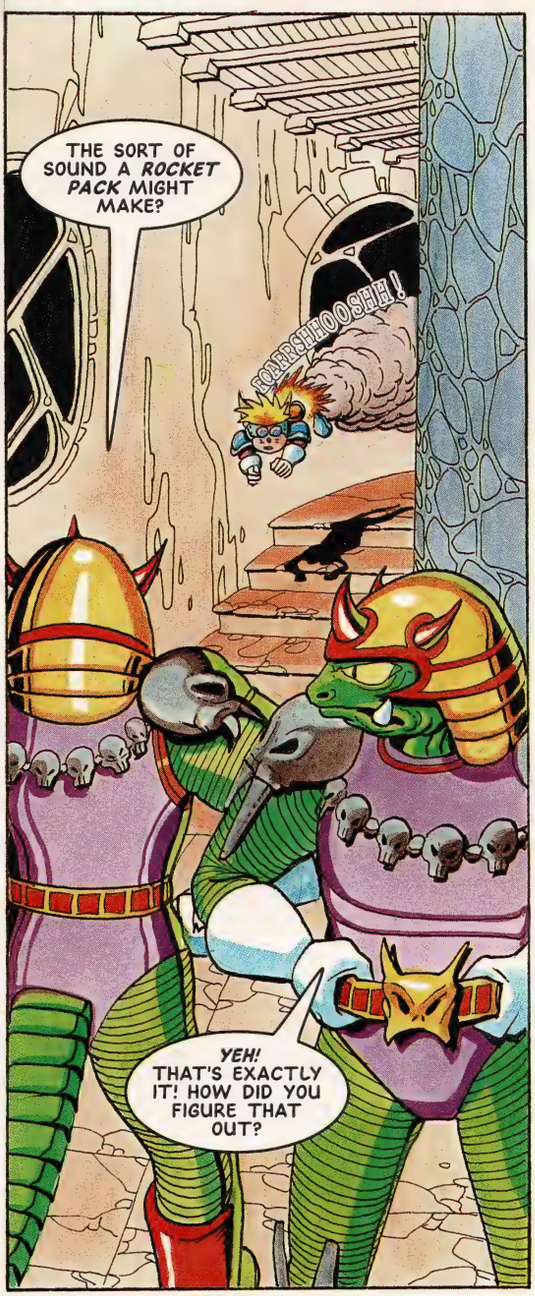

SUDDENLY...
WHAT? THERE'S ONE HECK OF A NOISE COMING FROM THE STREET OUTSIDE! I WONDER WHAT'S GOING ON...
OH NO! TIME IS RUNNING OUT...
...PRINCESS SHELLY IS ALREADY ON HER WAY TO HER WEDDING TO KING GEDOL!

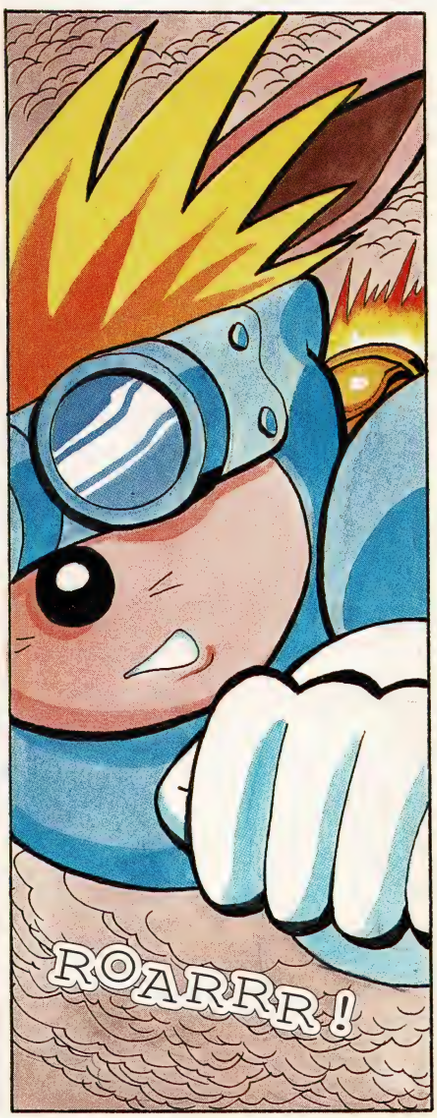

IT'S *AMAZING!* WHATEVER IS IN THE EAST TOWER I CAN FEEL ITS POWER... THE EVIL IS ALMOST *UNBEARABLE!*

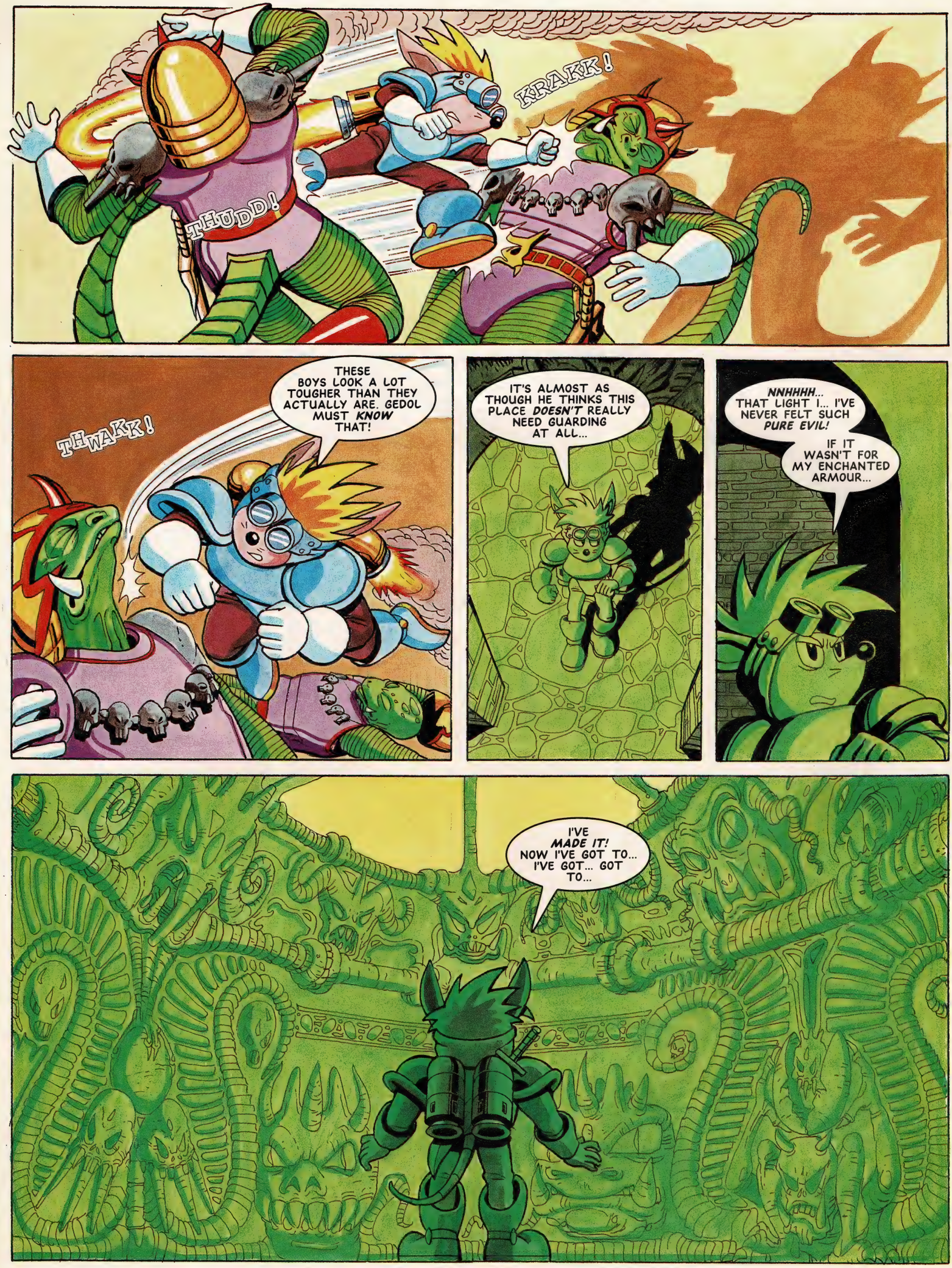
SPARKSTER... WE'RE TOO *CLOSE!* I CAN FEEL THE POWER OF GEDOL'S ENCHANTMENT STARTING TO TAKE OVER MY MIND!
I HAVE AN IDEA...
IF WE GET ANY NEARER WE'LL BECOME YOUR *ENEMIES* AGAIN!

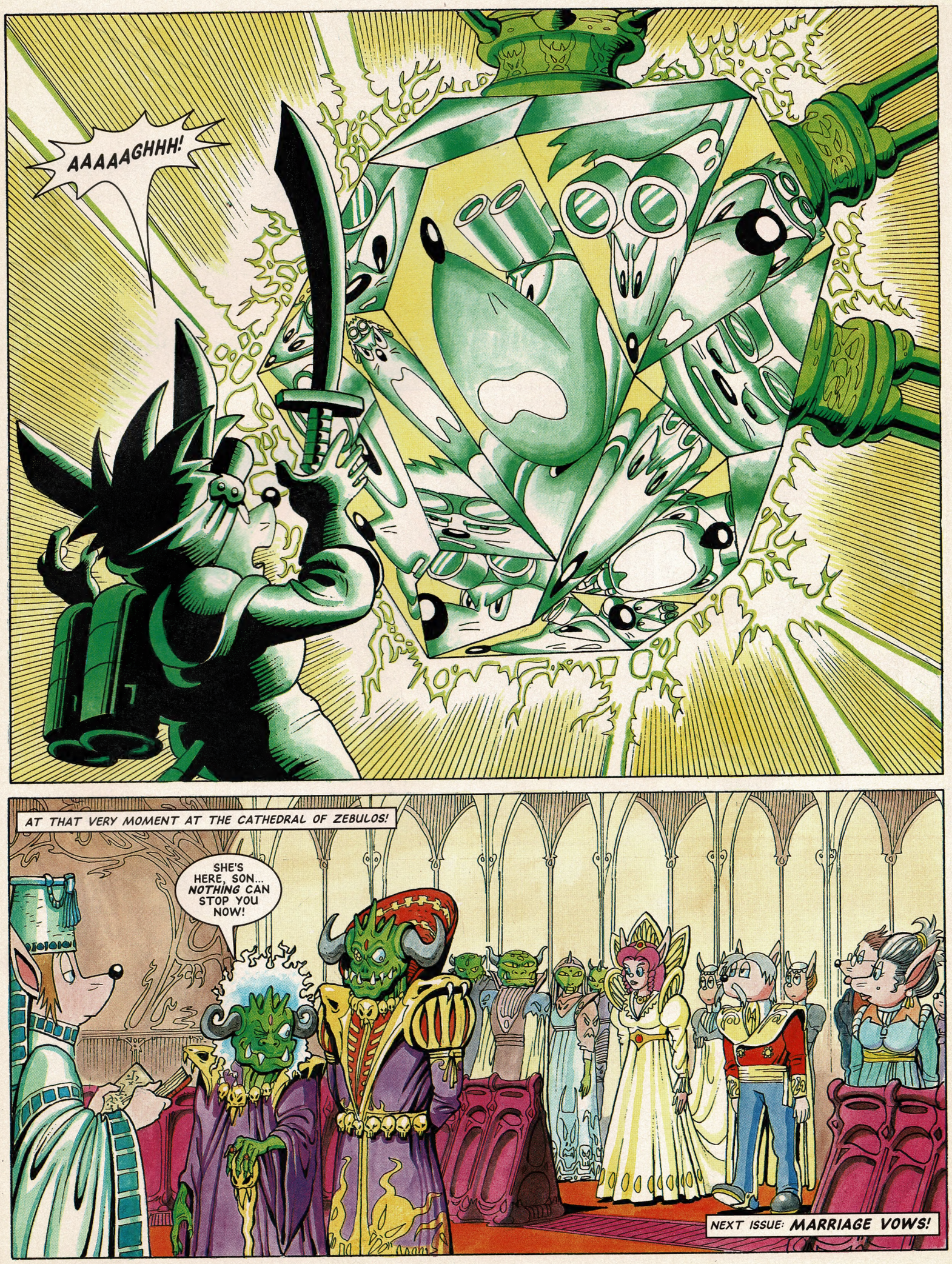

AND SO...
YOU'LL BE SAFE IN THERE! IT'S THE ONLY WAY I CAN KEEP YOU FROM ATTACKING ME ONCE GEDOL'S SPELL TAKES HOLD AGAIN!
I'LL LET YOU OUT LATER. ASSUMING I *LIVE* THAT LONG!
CLAKK!

YOU HEAR THAT?
HEAR *WHAT?*
I DUNNO, SORT OF A ROARING... SHOOSHING SORT OF A...


THE SORT OF SOUND A *ROCKET PACK* MIGHT MAKE?
KOARRSHHOOSHH!
YEH! THAT'S EXACTLY IT! HOW DID YOU FIGURE THAT OUT?


ROARRR!


KRAKK!
THUDD!
THWAKK!
THESE BOYS LOOK A LOT TOUGHER THAN THEY ACTUALLY ARE. GEDOL MUST *KNOW* THAT!
IT'S ALMOST AS THOUGH HE THINKS THIS PLACE *DOESN'T* REALLY NEED GUARDING AT ALL...
NNHHHH... THAT LIGHT I... I'VE NEVER FELT SUCH *PURE EVIL!*
IF IT WASN'T FOR MY ENCHANTED ARMOUR...
I'VE *MADE IT!* NOW I'VE GOT TO... I'VE GOT... GOT TO...

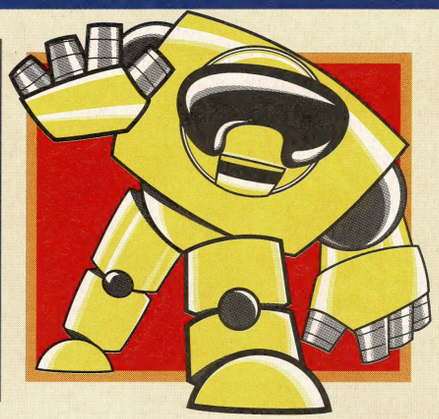

AAAAAGHHH!
AT THAT VERY MOMENT AT THE CATHEDRAL OF ZEBULOS!
SHE'S HERE, SON... NOTHING CAN STOP YOU NOW!
NEXT ISSUE: MARRIAGE VOWS!

SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Closet Reader!

Dear Megadroid,

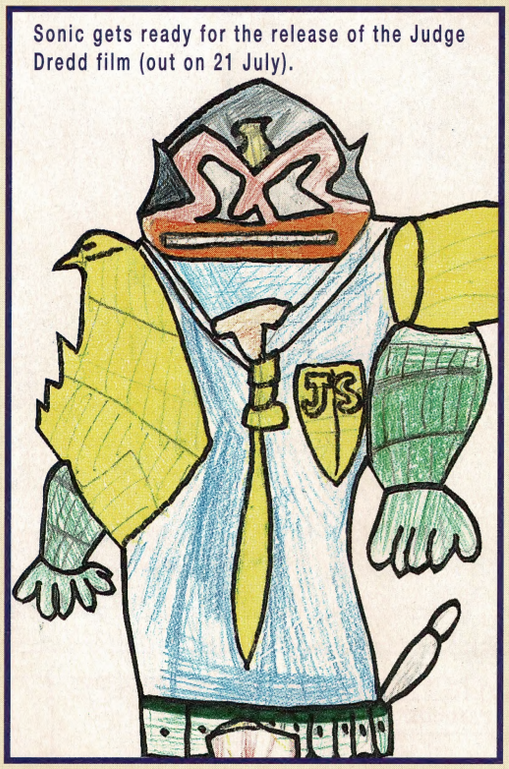
I am a Sonic the Hedgehog fanatic and I drive my aunt crazy by hibernating in the bathroom with my copy of *STC*!

James Easton, Falkirk, Scotland. MS owner.
Sonic Stationery Winner.

It's time to come out of the water closet James and share the STC experience with your aunt!

↑ **Claudia Carmaciu, Chelmsford, Essex. MD owner. Sonic Stationery Winner.**

Sonic gets ready for the release of the Judge Dredd film (out on 21 July).



↑ **Robert Webster, Edinburgh, Scotland. Sonic Stationery Winner.**

Rising Star?

Dear Megadroid,

I would like to see Sega make a game called **Enter the Cybernik** based on *STC*'s own series. There could be some cracking gameplay as the Cybernik flys through the air firing lasers at oncoming Badniks. Also, will he be making a return to *STC* soon?

Kurt Walsh, Colchester, Essex. MD owner.
Sonic Stationery Winner.

Nice idea, Kurt. You'll be pleased to know that the Cybernik returns in next issue's Sonic story, The Rampage of Mekanik.

Sonic Night Fever!

Dear *STC*,

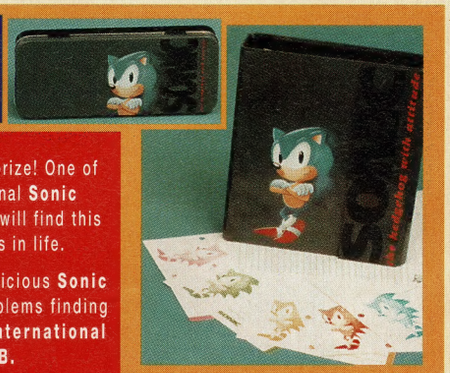
Do Sega plan to record a cassette or compact disc of theme tunes taken from the Sonic games?

Thomas Frodsham, St. Helens, Merseyside. MD owner.
Sonic Stationery Winner.

Not that we know of Tom. You'll have to move to Japan where there's a band that plays nothing but games music.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for **Helen Waller** on **0171 344 6400.**

Win a Prize!



It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megaticious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**

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STC 57 - ANOTHER WICKED ISSUE!

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 56 OF STC?

☐ %

Kellogg's

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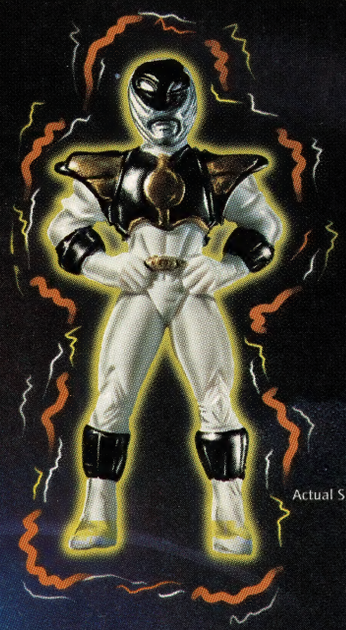

Actual Size: 60mm

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A determined Power Ranger who always speaks her mind. The Yellow Power Ranger's power comes from the Bear Ninja Zord.

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